Drawings:

FIG. 1 REPORTER Learning Process 1 of 12

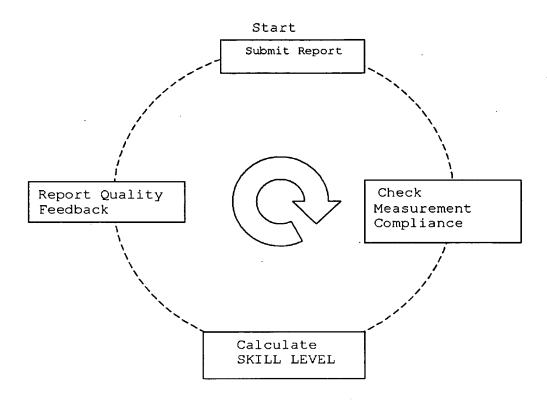


FIG. 2 Team-member Learning Process 2 of 12

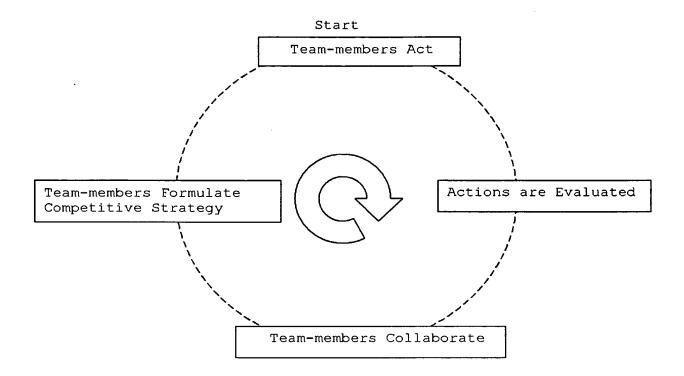


FIG. 3 3 of 12

Containment Diagram Showing Abstract Objects

COMPETITIVE ENVIRONMENT
REPORTER
SKILL LEVEL
CONTEST
PLAYER
POSSESSION
ASPECT
ERROR CORECTION CODE

FIG. 4 Reporting System Components 4 of 12

Reporter Administration System	
Registration Mechanism 100	
Login Mechanism 200	
Sign-up Mechanism 300	
	J
Report Management System	
Capture Mechanism 400	
Parser Mechanism 500	
Filter Mechanism 600	
Assembly Mechanism 700	
Scoring Mechanism 800	
Publishing Mechanism 900	
]
Quality Feedback System]
QC Mechanism 1000	
Email Mechanism 1100	
Chat Mechanism 1200	
	<u></u>

FIG. 5 Representative ASPECT Report 5 of 12

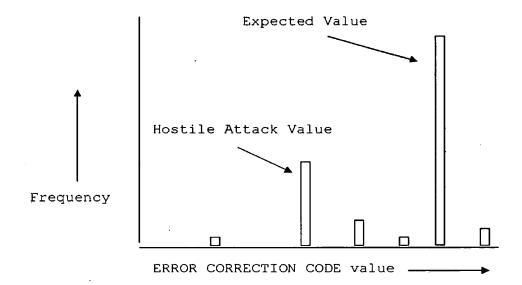


FIG. 6 Reporting System/PLAYER Interaction 6 of 12

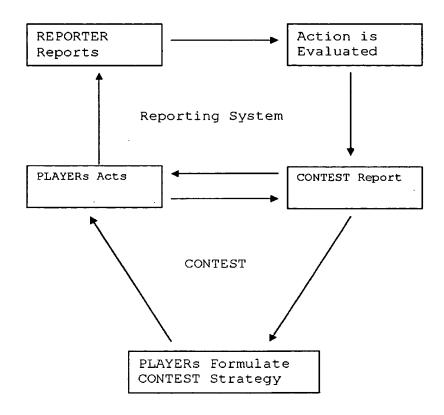


FIG. 7 Reporting System Configuration 7 of 12

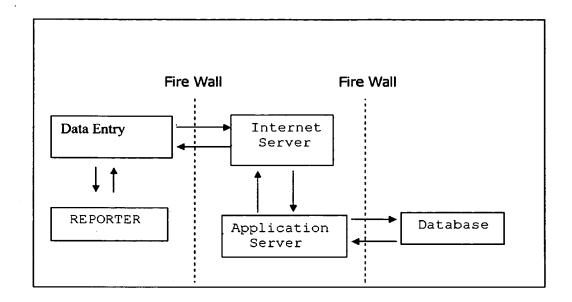
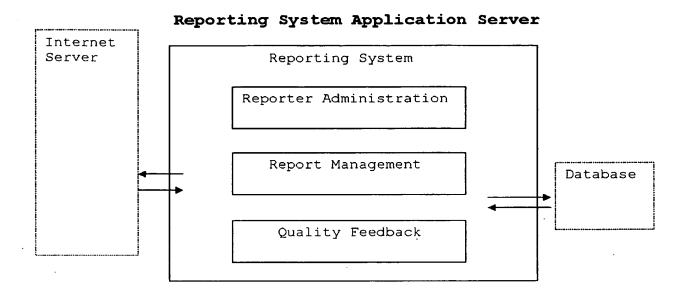
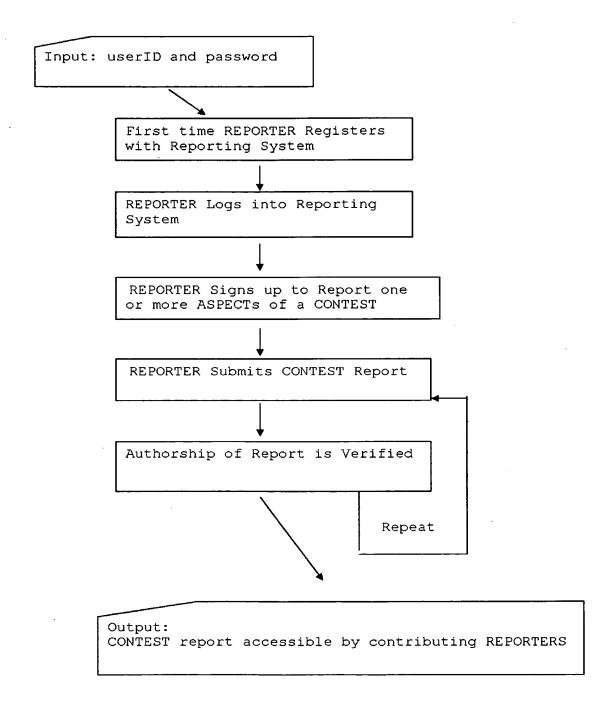


FIG. 8 8 of 12



(REPLACEMENT FIGURE 9)

FIG. 9 Reporter Administration Process 9 of 12



(REPLACEMENT FIGURE 10)

FIG. 10 Report Management Process Sequence 10 of 12

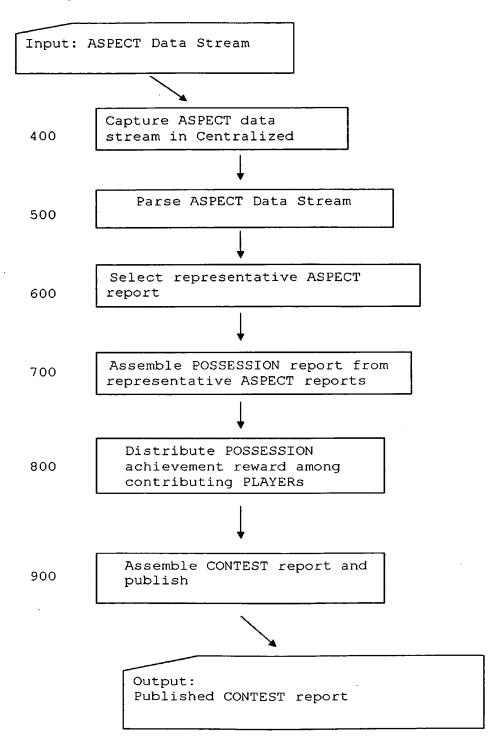
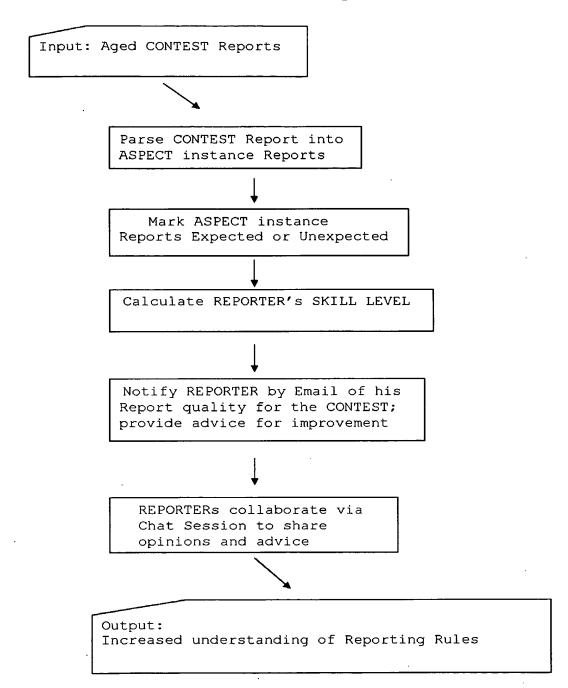
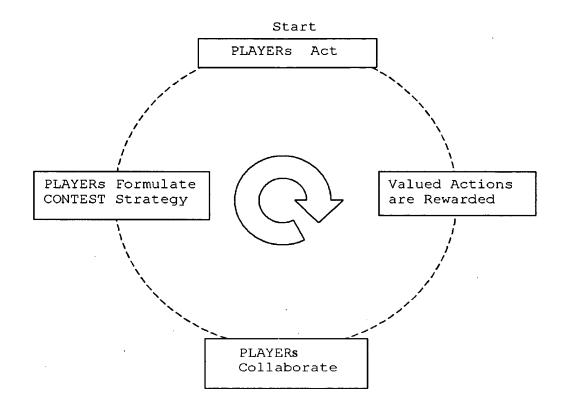


FIG. 11 Quality Feedback Process Sequence 11 of 12



53

FIG. 12 PLAYER managed Reward System 12 of 12



Drawings:

FIG. 1 REPORTER Learning Process 1 of 12

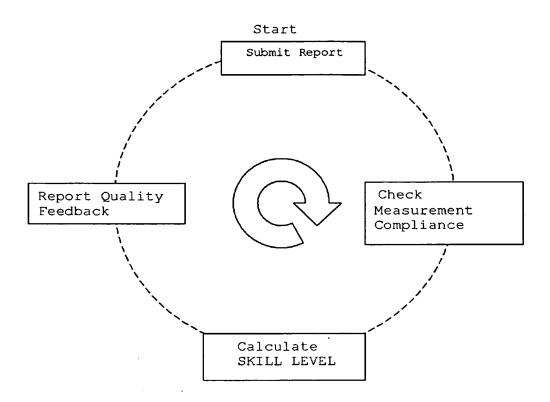


FIG. 2 Team-member Learning Process 2 of 12

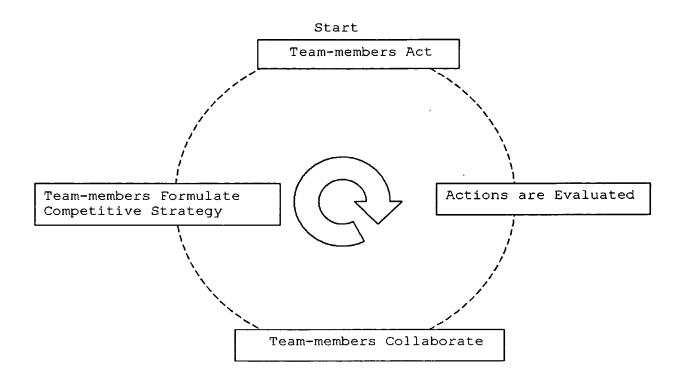


FIG. 3 3 of 12

Containment Diagram Showing Abstract Objects

COMPETITIVE ENVIRONMENT
·
REPORTER
SKILL LEVEL
· ,
CONTEST
PLAYER
POSSESSION
ASPECT ERROR CORECTION CODE

FIG. 4 Reporting System Components 4 of 12

Ι.	Reporter Administration System
	Registration Mechanism 100
	Login Mechanism 200
	Sign-up Mechanism 300
Ι,	Report Management System
	Capture Mechanism 400
	Parser Mechanism 500
	Filter Mechanism 600
	Assembly Mechanism 700
	Scoring Mechanism 800
	Publishing Mechanism 900
	Quality Feedback System
	QC Mechanism 1000
	Email Mechanism 1100
	Chat Mechanism 1200

FIG. 5 Representative ASPECT Report 5 of 12

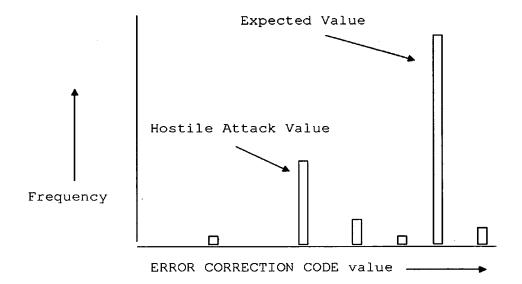


FIG. 6 Reporting System/PLAYER Interaction 6 of 12

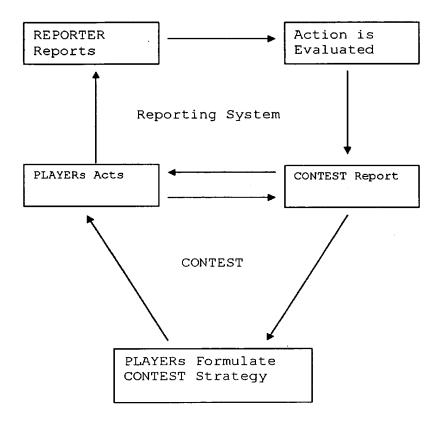


FIG. 7 Reporting System Configuration 7 of 12

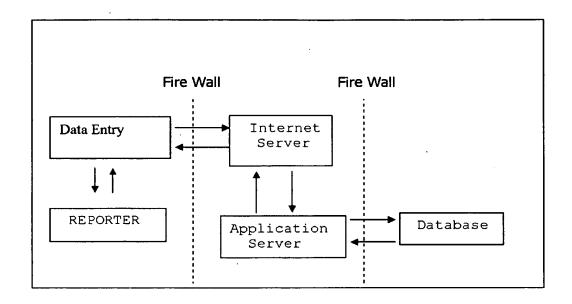


FIG. 8 8 of 12

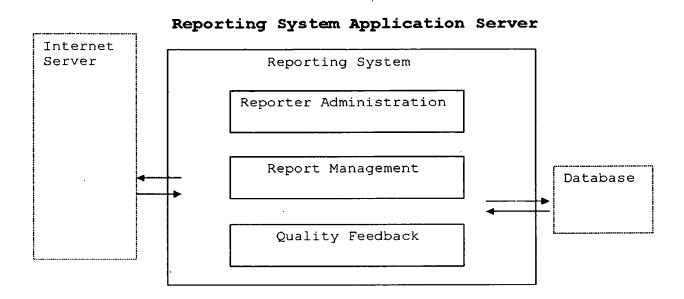


FIG. 9 Reporter Administration Process 9 of 12

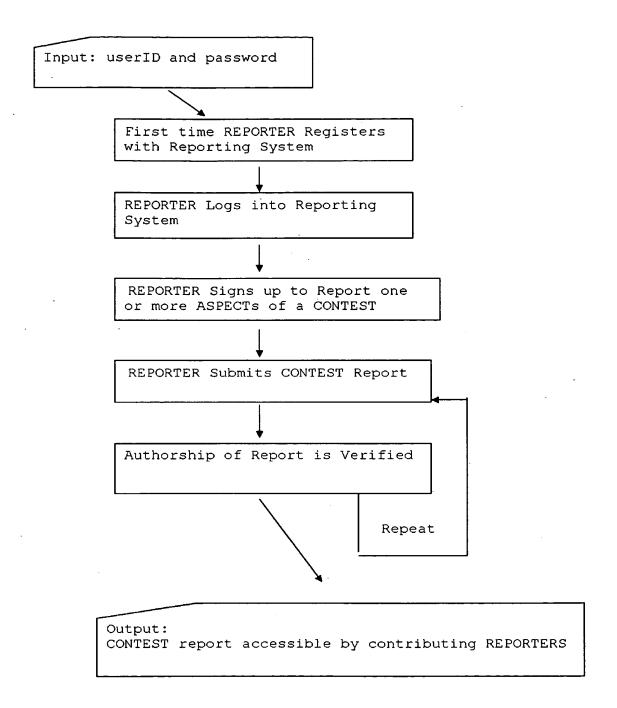


FIG. 10 Report Management Process Sequence 10 of 12

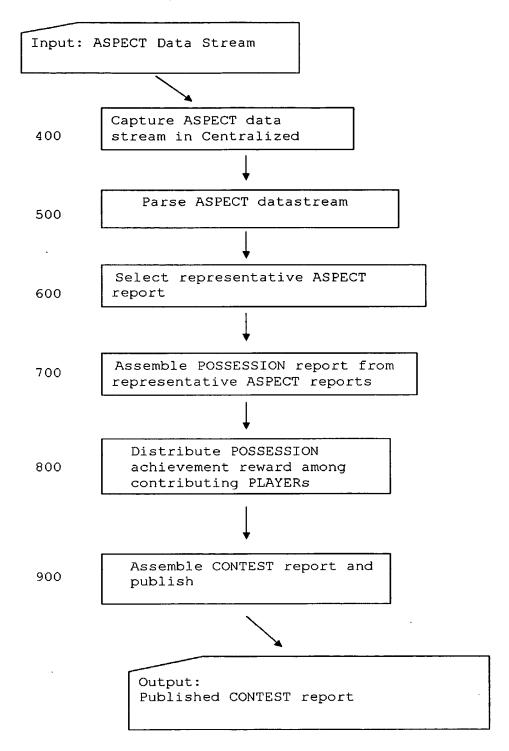


FIG. 11 Quality Feedback Process Sequence 11 of 12

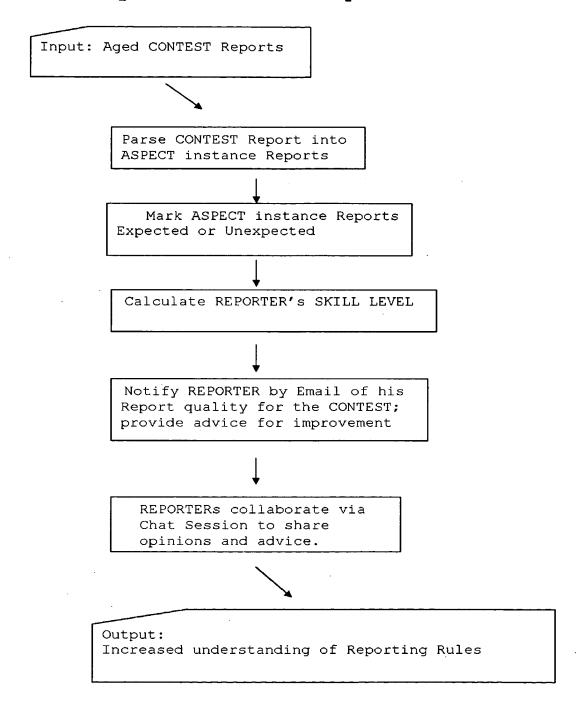


FIG. 12 PLAYER managed Reward System 12 of 12

